

PENDING CLAIMS

1. (Previously Presented) A game machine comprising:

means for displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and for displaying a game-related production display;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

means for determining results of stopping of the varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display including a plurality of the production patterns as a scenario of a game-related production display, from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein said game-related production display includes a design of at least two different characters and a word design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups, and

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes exchange of words between the two different characters.

2. (Previously Presented) The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

7. (Previously Presented) The game machine according to claim 1, wherein progress of the scenario shown with the production display changes with the two different characters.

8. (Previously Presented) The game machine according to claim 1, wherein the production display indicates moving on to the special game state with the two different characters or the word design of each of the two different characters.

9. (Previously Presented) The game machine according to claim 1, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the varying display of the special symbol.

11. (Previously Presented) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific state,

generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, selecting the selected one of the production group determination tables based upon whether or not a shift to a special game state will occur, each production group having a respective number and selecting the production group having the number matching the first random number, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and selecting the production pattern having the number matching the second random number,

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of the production patterns extracted from a read-only memory storing the plurality of production group determination tables including the production groups and the numbers associated with respective production groups and the plurality of production pattern determination tables including the production patterns for the combinations of word designs and the associated number for each production pattern, and

producing the game-related production to include a design of at least two different characters and a word design for each of the two different characters, a combination of the word designs of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol

at a specific stop arrangement, the combination of the word designs including an exchange of words between the two different characters.

12. (Previously Presented) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

means for controlling a display on the means for displaying;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern, wherein

the means for controlling controls the means for displaying to produce a suggestion display of a relationship between the production design and the probability of shifting to the special game state,

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying,

the suggestion display implicitly notifies a player of the game of the relationship, and

the production design includes at least two different characters and a word design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups, and

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word designs for the two different characters indicates one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between two different characters.

13. (Previously Presented) The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

14. (Previously Presented) The game machine according to claim 12, wherein the suggestion display shows a design identical to the production design or related to the production design.

15. (Previously Presented) The game machine according to claim 12, wherein the suggestion display includes an animated image.

17. (Previously Presented) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state,

generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, selecting the selected one of the production group determination tables based upon whether or not a shift to a special game state will occur, each production group having a respective number and selecting the production group having the number matching the first random number, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and selecting the production pattern having the number matching the second random number,

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of the production patterns extracted from a read-only memory storing the plurality of production group determination tables including the production groups and the numbers associated with respective production groups and the plurality of production pattern determination tables including the production patterns for the combinations of word designs and the associated number for each production pattern, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, wherein

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown,

the suggestion display implicitly notifies a player of the game of the relationship,

the production design includes at least two different characters and a word design for each of the two different characters,

a combination of the word designs for the two different characters indicates one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between two different characters .

18. (Previously Presented) The game machine according to claim 1, wherein one of the production pattern determination tables is prearranged for contents of the word designs.

19. (Previously Presented) The game machine according to claim 1, wherein the two different characters are a male character and a female character.

22. (Previously Presented) A game machine comprising:
means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

means for controlling a display on the means for displaying, wherein

the means for controlling controls the means for displaying to produce a suggestion display of a relationship between the production design and the probability of shifting to the special game state,

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying,

the suggestion display implicitly notifies a player of the game of the relationship, and

the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

23. (Previously Presented) A game machine comprising:

means for displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and for displaying a game-related production display;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

means for determining results of stopping of the varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein the game-related production display includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein the combination of the word designs includes an exchange of words between the two different characters.

24. (Previously Presented) The game machine according to claim 23, wherein one of the production pattern determination tables is prearranged for contents of the word designs and the true intention designs.

25. (Previously Presented) The game machine according to claim 23, wherein the two different characters are a male character and a female character.

27. (Previously Presented) The game machine according to claim 23, wherein the end of the scenario indicates whether to shift to the special game state.

28. (Previously Presented) The game machine according to claim 23, wherein progress of the scenario shown with the production display changes with the two different characters.

29. (Previously Presented) The game machine according to claim 23, wherein the production display indicates moving on to the special game state with the combination of the word design and the true intention design of either of the two different characters.

30. (Previously Presented) The game machine according to claim 23, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the varying display of the special symbol.

31. (Previously Presented) A home game machine comprising:
means for displaying designs related to a game;
means for controlling a varying display on the means for displaying;
a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

a game program performing pseudo-operations of a pachinko game on the means for displaying, wherein

the means for controlling produces a production display of a process from beginning to end of a scenario, and controls the means for displaying to display an indication, with a specific arrangement of the end of the scenario, that the game will move on to a special game state at the end of the scenario, and

the designs related to a game include at least two different characters, and a word design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

32. (Previously Presented) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific state,

generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, selecting the selected one of the production group determination tables based upon whether or not a shift to a special game state

will occur, each production group having a respective number and selecting the production group having the number matching the first random number, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and selecting the production pattern having the number matching the second random number,

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of the production patterns extracted from a read-only memory storing the plurality of production group determination tables including the production groups and the numbers associated with respective production groups and the plurality of production pattern determination tables including the production patterns for the combinations of word designs and the associated number for each production pattern, and

producing the game-related production to include at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters, a combination of the word design and the true intention design of either of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and the combination of the word designs including an exchange of words between the two different characters.

33. (Previously Presented) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display suggesting a relationship between the production design and the probability of shifting to the special game state, and the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying;

a demonstration display switching timer governing timing of switching between the suggestion display and the game related-designs, wherein the production design includes at least two different characters and a word design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein the combination of the word designs includes an exchange of words between the two different characters.

35. (Previously Presented) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display suggesting a relationship between the production design and the probability of shifting to the special game state, and the suggestion display is produced when the game is not

being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying;

a demonstration display switching timer governing timing of switching between the suggestion display and the game related-designs, wherein the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word designs includes an exchange of words between the two different characters.

36. (Previously Presented) The game machine according to claim 33, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

37. (Previously Presented) The game machine according to claim 33, wherein the suggestion display shows a design identical to the production design or related to the production design.

38. (Previously Presented) The game machine according to claim 33, wherein the suggestion display includes an animated image.

39. (Previously Presented) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state,

generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, selecting the selected one of the production group determination tables based upon whether or not a shift to a special game state will occur, each production group having a respective number and selecting the production group having the number matching the first random number, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and selecting the production pattern having the number matching the second random number,

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of the production patterns extracted from a read-only memory storing the plurality of production group determination tables including the production groups and the numbers associated with respective production groups and the plurality of production pattern determination tables including the production patterns for the combinations of word designs and the associated number for each production pattern, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, producing the suggestion display when the game is not being played or when the game is being played and the varying display of the special symbol is not shown, and governing timing of switching between the suggestion display and the game-related designs as a demonstration of the game, wherein

the production design includes at least two different characters and a word design for each of the two different characters,

a combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

40. (Previously Presented) The game machine according to claim 35, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

41. (Previously Presented) The game machine according to claim 35, wherein the suggestion display shows a design identical to the production design or related to the production design.

42. (Previously Presented) The game machine according to claim 35, wherein the suggestion display includes an animated image.

43. (Previously Presented) A game machine readable recording medium recording a game program, the game program

controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and

generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of

production group determination tables, selecting the selected one of the production group determination tables based upon whether or not a shift to a special game state will occur, each production group having a respective number and selecting the production group having the number matching the first random number, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and selecting the production pattern having the number matching the second random number,

controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, a scenario including a combination of the production patterns extracted from a read-only memory storing the plurality of production group determination tables including the production groups and the numbers associated with respective production groups and the plurality of production pattern determination tables including the production patterns for the combinations of word designs and the associated number for each production pattern, and

controlling production of a suggestion display suggesting a relationship between the production design and the probability, producing the suggestion display when the game is not being played or when the game is being played and the varying display of the special symbol is not shown, and governing timing of switching between the suggestion display and the game-related designs as a demonstration of the game, wherein

the production design includes at least two different characters, a word design for each of the two different characters, and a true intention design for each of the two different characters,

a combination of the word design and a true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes an exchange of words between the two different characters.

44. (Previously Presented) A game machine comprising:

a display displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and displaying a game-related production display;

a random number generator for generating a plurality of random numbers including

a first random number for determining a production group that is selected from a plurality of production groups within a selected one of a plurality of production group determination tables, the selected one of the production group determination tables being selected based upon whether or not a shift to a special game state will occur, each production group having a respective number and being selected when the first random number matches the number associated with the respective production group, and

a second random number for determining the production pattern, within a plurality of production patterns of the production group selected, to be displayed, each production pattern having a respective number and being selected when the second random number matches the number associated with the respective production pattern;

a computer determining results of stopping of the varying display and controlling the display according to the results, the computer controlling the display to produce a production display including a plurality of the production patterns as a scenario of a game-related production display, from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein said game-related production display includes a design of at least two different characters and a word design for each of the two different characters; and

a read-only memory storing

the plurality of production group determination tables including the production groups and the numbers associated with respective production groups,

the plurality of production pattern determination tables including the production patterns for the combinations of the word designs and the associated number for each production pattern, wherein

the combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

the combination of the word designs includes exchange of words between the two different characters.